

Child Window

Use this basic rule to convert the popup windows in the character screens to child windows.

This chapter covers the following topics:

- Maintaining the Child Window Rules
 - Overview of Options
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Maintaining the Child Window Rules

You have to define a pattern for each popup window that you want to convert to a child window.



Warning:

Do not define the same patterns for the Child Window rule and the Group Box rule.

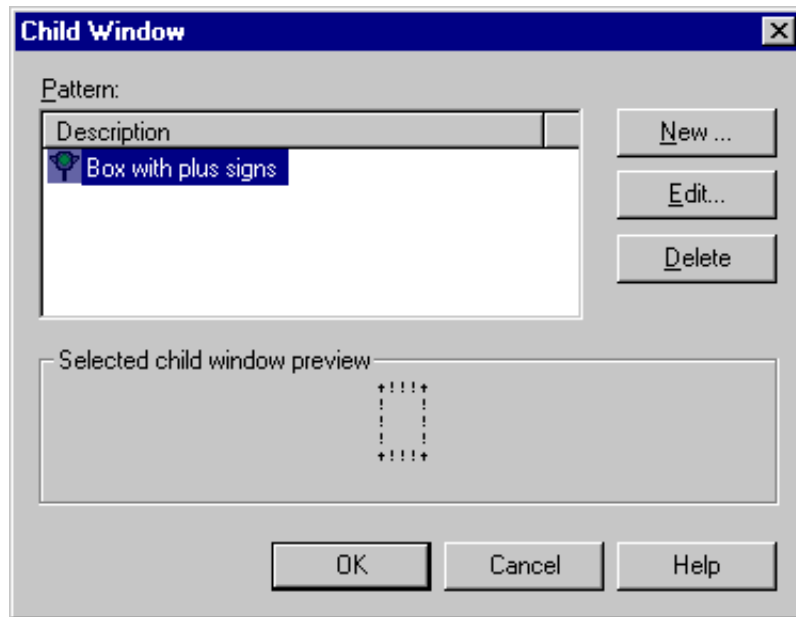
If there is more than one child window on a screen and one of the child windows completely overlaps another child window, the overlapped child window is removed. When the bigger window is moved, the child windows below are no longer displayed.

When the server is a UNIX or OpenVMS machine and Natural statements have been used to create the popup windows, it is not necessary to define this rule. In this case, child windows are detected automatically. However, if the popup windows have been drawn in the Natural map, you have to define this rule so that the popup windows can be converted to child windows.

► To display all defined Child Window rules

- From the **Basic** menu, choose **Child Window**.

The Child Window dialog box appears.



When patterns have already been defined, the description of each pattern is shown in this dialog box. When you select a description, the defined pattern is shown at the bottom of the dialog box.

The color red in the symbol to the left of a description indicates that this rule has been disabled. A symbol with the color green indicates that the rule is enabled.

The following command buttons are available:

New	Add a new Child Window rule (see below).
Edit	Modify the selected pattern for a Child Window rule. Alternative: double-click a pattern for a Child Window rule.
Delete	Delete the selected Child Window rule.

► To add a Child Window rule

1. Display the Child Window dialog box as described above.
2. Choose the **New** button.

The Child Window Pattern dialog box appears.

3. Specify all required information as described below.
4. Choose the **OK** button.

Overview of Options



Disable this Child Window Pattern

When this check box is selected, this rule is disabled.

Description

Enter a description for this pattern. A default description is automatically provided.

Child window preview

Depending on the characters you enter in the following text boxes, this region shows how the popup window in the character screen is to look like.

Upper left corner

Defines the character that is used in the character screen to indicate the upper left corner of the popup window. You can enter one or more characters in this text box.

Upper right corner

Defines the character that is used in the character screen to indicate the upper right corner of the popup window. You can enter one or more characters in this text box.

Vertical char

Defines the character that is used in the character screen to indicate the vertical lines of the popup window. You can only enter one character in this text box.

Horizontal char

Defines the character that is used in the character screen to indicate the horizontal lines of the popup window. You can only enter one character in this text box.

Down left corner

Defines the character that is used in the character screen to indicate the lower left corner of the popup window. You can enter one or more characters in this text box.

Down right corner

Defines the character that is used in the character screen to indicate the lower right corner of the popup window. You can enter one or more characters in this text box.

Select

This command button invokes the Characters Selector dialog box. Instead of typing the characters in the corresponding text boxes, you can also select them from this dialog box. Before choosing a character, position the cursor in the appropriate text box.

Detect window only if at least one input field is inside the rectangle

When this check box is selected, a popup window is only converted to a child window if one or more input fields are detected inside the popup window. When this check box is not selected, all rectangles in the screen with the same format as defined in this rule are transformed to child windows.